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the Unless Press

Serving Greenville, Solla Sollew, and surrounding areas.

~ Art-tastic!! ~

Fan fiction. Cosplays. Music videos. Pancake recipes. Singing. What do all of these things have in common? They are all forms of artistic expression, and a few of the means by which we avidly display our affection for *The Lorax* film and characters. Amidst all of these creative forms, however, there is one that rears its head more often than all the others: Art. Whether encapsulated in secret or shot off like fireworks for all to see, our drawings, doodles, and detailed compositions make their mark in the fandom, and in this issue we pay tribute to the artists who keep this community that much more interesting and beautiful. •

~ Upcoming Events/Save the Date! ~

Lorax Month:
03/01-31/13

All of this month is Lorax Appreciation Month! Show your love thru art, etc.!

St Patrick's Day:
03/17/13

Bring out the ale & toss the clovers, for this day celebrates St. Patrick!

Job Fair:
03/20/13

Come to Solla Sollew's monthly job fair. Don't forget your resume!

Plushies!

Love plushies? Influxes of Lorax ones have been popping up on Ebay as of late! Want more info? Check out this link:

http://plushy-loraxery.tumblr.com/post/45760237674/truffula-dream

~ Art & Anniversaries ~

Calling All Editors!

Attention music video editors! Thneed Studios wants you! If you're skilled in editing music videos and would like to help **stormychaos** out with a personal project, feel free to contact her personally. For more info, check out this video:

stormychaos.tumblr.com/post/45879667036

The Need to Thneed

A new AU has been born, this one focusing upon the Industrial Revolution in 1785 England. Ask blog the-young-industrialist has already signed up, and if you'd like to participate go check out their official blog:

need-to-thneed.tumblr.com/

Happy Anniversary!

On March 7th, Askonceler, one of the very first Once-ler ask blogs, celebrated his one-year anniversary! Also, One-ler celebrates his anniversary this month. Congrats to two very special blogs for being with us this long!!

Unveiled: Concept Art

It's a rare thing indeed when concept art of any kind from *The Lorax* is discovered, but it does happen, and yesterday... artistic treasures poured in in abundance!

Colin Stimpson, a designer on the film, very recently posted up a healthy batch of art that he did:

www.colinstimpson.com/colinstimpson-ma.php
www.colinstimpson.com/colinstimpson-md.php

Also, check out this person's entries for tons of beautiful conceptual artwork from the film:

http://clementgriselain.blogspot.co.uk/search/label/the%20Lorax

~ Celebrating the Artists ~

Every artist has something to offer -- a tasteful style; a unique perspective on how they see the world; a laugh or smile to give. From pixel work to full on animation, the artists in this fandom are undoubtedly very talented.

Ineedathneed's (Hime's) smooth line work and anatomically accurate pieces are always a joy to behold. **Wansura/Adori**'s style is colorful, playful, and fantastic. **F-premaur** applies a sketchy and squiggly taste to her work, which makes for some very distinct and interesting forms. **Dezzoi** and **Professorpemzini** never fail to impress with their expressive and impressive perspective pieces. **Staurt** employs beautiful storyboard-like compositions. **Kaitastic** goes for extreme detail. Both **Zombieskully** and **Barleytea** keep their colors flat, but their designs memorable. **Dizylizy**, **Catnippackets**, and **Elixiroverdose** have simple, cute, and very appealing styles. **Silouxa**'s thin line work and wonderful use of expressions is unforgettable. **Kindarbonkyrindarbonky** pays tribute to the Lorax in most of her very colorful work. **Widdlez** has a firm handle on character interaction. **Truffulajam**'s light and sketchy technique impresses. **Pinkcakes-blackcoffee**'s wild line work is a treasure to behold. **Cief** and **Dippitydapper** doodle cute work. **Imaginashon** has a bright future in comic work and design. **Ring** (freaking-beanpole) boasts a most appealing cartoony style. **Miru667** and **Froggyflan** often use bold colors. **Clearbay** experiments with different themes and mediums, whereas **Myendlessfaith** is a bit more tender in her approach. Whomever the artist, all these and more are most talented!

Truffula Trivia!

Oh! Hello there! I've been told that you guys are good at trivia games. Want to hone your skills a little bit more? Try this one on for size, folks! First three to get it right get their names in next week's paper!

Finish the quote: "I am Ted Wiggins, and I _____."

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~ Interview - Adachimerica ~

Join us as we interview Adachimerica, fan member and mod of Lowquality-onceler!!

Q. When did you first start drawing? Is it simply a hobby that you do for fun, or are you pursuing it as a career?

A. I don't really remember a time where I wasn't drawing. Ha-ha! But I think I started drawing more seriously when I was around 11-12 years old, when I kinda joined my first internet community. (It was a beSeen board for fans of Yoshi.... Yeah.) There were a lot of older artists in the community that I looked up to, so I pushed myself hard to learn how to draw as well as they could! I'm no longer in that community, but I'm still pushing myself to improve and studying what others are doing. I'm pursuing art as sort of a career on the side, I guess. I graduated with my BFA last May, but I'm, er... not confident enough with my abilities to attempt free-lancing full-time yet. So I'm working on improving and studying even further!! Yeah!!!

Q. What's the most difficult thing about drawing to you?

A. The most difficult thing, hmm. I guess trying to realize the image in my head onto the paper/computer/etc.? And trying to push myself to improve; to not take the easy solution. The latter is tougher for me though, I think.... Not being in an academic environment has made it awkwardly easy to just go for the first composition I can think of, instead of trying multiple options. Although... in a way, then, the former problem kind of helps the latter, by forcing me to reconsider and plan out a picture more before I start it, instead of just drawing whatever. Basically, the harder art is (to a point), the better image that results, I guess!!

Q. Artists use a variety of mediums to bring their compositions to life. What's your favorite medium to use?

A. Well, the medium I'm most comfortable with is digital, by far. I've used SAI a lot in the past, although I've switched over to solely Photoshop now that I've gotten a computer that can handle it! SAI is easier for painting with digitally, though, so I think in a way I still prefer it, since I consider myself more of a painter than a drawer... though I have been experimenting more with line since starting up LQ!! Really, I'm not that confident with my lines, but through drawing so many pictures for his blog and other blogs, I've been steadily gaining some more familiarity with them, much more than I used to have before starting him up. And I think it's apparent when you compare his first updates to more recent ones; at least, I hope it is. Aha-ha. I do enjoy painting traditionally as well; I enjoy acrylics the most. But my style of painting with acrylics is very different from my digital paintings, so I haven't really done it much lately.

(cont. on pg. 5)

~ Interview - Adachimerica & Hime ~

Q. Got any words of advice for fellow aspiring artists?

A. Never give up!! Don't get discouraged!! Drawing and posting arts on Tumblr, and running ask blogs, can be a bit discouraging at first if you don't get a lot of notes, but you just gotta keep trying! My pieces got single-digit notes for yeeeears on this site before anyone took notice of the work I was making. Ha-ha. A good part of it is just luck!! So don't give up, just keep working and one day your day in the sunshine will come!!! Secondly: study hard!!!! Not just with art classes, although they help of course, but study other artists!! Study what choices they're making, how they're deciding to shade things, their style of line weights, compositional choices and how they affect the effect of the piece.... If you see a piece you like, that you respond well to, take a moment to really look at it and figure out what it is that works with it! Also: if you just keep drawing one thing a billion times, you're gonna get really good at drawing that one thing, but if you draw a bunch of different things your art in general is going to improve no matter what!!

I'd like to take this opportunity to thank Adachimerica for participating in this interview with us! Thanks for the great advice, Adachimerica, and keep up the good artistic work!! •

Interview - Hime

Join us now as we interview Ineedathneed (who also goes by the name of Hime) on her art journey and involvement in the Once-ler/Lorax fandom.

Q. What first jump-started your career as an artist? Why did you choose this particular profession to pursue?

A. I've been drawing for as long as I can remember. I don't really remember what started it, but I remember always enjoying dabbling in it. It wasn't one of my major past times for the longest time. I got really anxious about it and wasn't all that confident, so I didn't draw much at all. I just kept on dabbling. I didn't get super serious about it until, well, almost exactly a year ago now. The Once-ler fandom is what really REALLY got me to love drawing. Now I draw almost every day if I can. It's a way to make my ideas visible for everyone to see, and I love making people happy with my art. It's become such a rewarding endeavor.

Q. Has the Once-ler fandom helped you to improve artistically? If so, in what areas?

(cont. on pg. 6)

A. Man, I owe almost all of my artistic skills to the Once-ler fandom. It started out so innocently-like, "Hey, this dude is curvy and bendy and fun to draw". So I gave it a shot and WOAH super fun. So I kept giving it more shots. And the more shots I gave, the better I got, and the more I found my style. It's been one gigantic adventure of finding out what works best for me. My line work, my shape language, the coloring -- all of that is from playing around with Once-ler related stuff. And Seuss stuff. Not to mention the amazing encouragement I've gotten from the fandom this whole time. That really upped my artistic confidence and kept me practicing. Also all of the amazing fandom artists I've met have kept me inspired and motivated. They're all great. Everyone's great. :')

Q. What do you find is the most challenging thing about drawing?

A. I think I've had the most trouble with creative poses. It gets tempting to stick to a pose I'm comfortable drawing, like standing or y'know... facing to the left, but those are usually too static and boring. Lately, I've been trying to break out of my comfort zone. Speaking of which, anatomy is no walk in the park, either. I'm not too great at just going in to the proper anatomy of a pose guns blazing; I always have to have some form of reference up. Pose databases are great for that. I serve as my own model a lot, too. I've got a webcam and a mirror. They're all excellent tools. Uh, the last thing isn't so much a problem anymore, but my greatest challenge used to be staying motivated to practice.

Q. Have any tips to give to other aspiring artists?

A. Welp, this is the part where I say, "Keep practicing!" And I know that's what every single artist tells every single aspiring artist, but that's only because it's SO FREAKIN' TRUE. Imagine if, as a baby, we all just went, "Too hard. My walking sucks. No one likes my walking." Everyone would still be crawling. Really, we're all just baby artists learning how to walk. Just like babies need to get used to the intricacies of making a leg and foot work together to walk, we need to get our hands used to making the lines. We need to get our eyes used to seeing the forms. Without constant reinforcement of those principles no one can learn to run. So there's the why you need to keep practicing. Here's the how: Find passion in it. The rest will fall into place. Look at artists you love, find awesome styles that appeal to you and your unique personality, and most importantly, have fun. Sometimes stuff won't turn out how you want, but if you don't keep going, nothing will ever get better. SO YEAH. Draw. Share it with friends. Get excited. Get motivated. Stop beating yourself up. DON'T BEAT YOURSELF UP. Have fun! Oh, and stop beating yourself up. 8)

Thanks go out to Hime for participating in this Q & A! Keep up the great work, Hime!! •

~ ART CREDITS ~

Many thanks go out to all of the artists of whose work can be seen in this issue, including:

Moonisartstuff, **Dizylizy**, **Aleydas-wonderland**, **Adachimerica**, **Cief**, **Viera-draws-stuff**, **Nekrosraptor**, **Mecaniquefairy**, **Miru667**, **Seuss-is-everything**, **Aishaneko**, **Bonkalore**, and **Ask-artsy-oncie**

We also wish to thank all of the artists who were not mentioned in this issue and/or whose work was not shown. You are no less important, and your art in the fandom does not go unnoticed!!

~ CALLING ALL ARTISTS!!! ~

The Unless Press is looking for a skilled artist (or artists) to design a new banner and avatar for our home page!! We would like the banner to be about 500 px. wide by 250 px. high. The avatar size would be normal avatar size for Tumblr blog pages. No screen caps from the film, please. A 2D/traditionally drawn piece is what we're looking for, preferably a digital composition (done in SAI or Photoshop). You will be monetarily compensated, although if you're willing to simply contribute an art piece for free we won't complain. If you are interested in contributing, please send in a submission to *The Unless Press* following these guidelines:

- Title your submission as "Banner/Avatar Application"
- Provide a link(s) to one or more samples of your work
- Specify whether you'd like to do the banner, the avatar, or both

Speak for the fans!!

Do you have any suggestions on how to improve the look, operation, and/or construction of *The Unless Press*? Want to let us know about something in the paper you dislike? Or maybe you love the newsletter and simply want to express your appreciation? Send on a note to us! Your comment may be published!

Let it grow!!